```
UnitContainer
# unit
+ UnitContainer()
 + UnitContainer()
 + UnitContainer()
 + operator=()
 + operator==()
 + operator!=()
 + operator==()
 + operator!=()
 + ~UnitContainer()
 + SetUnit()
 + GetUnit()
   UnitWrapper
+ float

    + XshieldPercent

+ YrechargePercent
+ primary
+ secondary
+ bool
+ int
+ int
+ bool
+ UnitWrapper
and 29 more...
+ voidWRAPPED0()
+ voidWRAPPED1()
+ voidWRAPPED1()
+ voidWRAPPED1()
+ voidWRAPPED0()
+ voidWRAPPED0()
+ voidWRAPPED0()
+ voidWRAPPED2()
+ voidWRAPPED0()
+ WRAPPED1()
and 43 more...
```